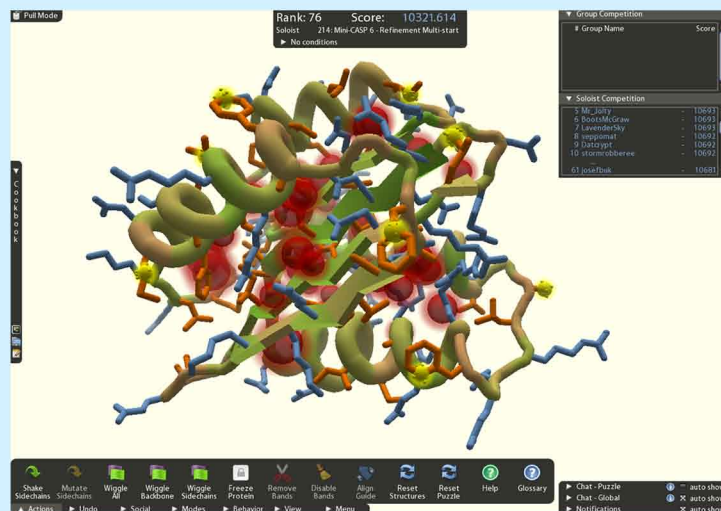# Military

America's Army.
(c) 2009 U.S. Army.

Domain explanation: the military is much broader than shooting. One can think of diplomacy, huminatarian aid, intercultural understanding, and civic involvement. In making a choice, make clear what is involved (navy or airforce) and on what level (operational or tactical).

Science & Education

Foldit
(c) 2008 University of Washington.

Domain explanation: a choice should first be made about the type of science (biology or chemistry) and/or the type of education (special or higher education). It does not necessarily need to be educational. For example, *Foldit* is focused on contributing to science rather than teaching about it.

Health

Re-Mission.
(c) 2006 HopeLab.

Domain explanation: this domain can relate to professionals, like surgeons, who need to help others, or it could be oriented toward people in general or specific groups of people, like people with Alzheimer's disease or children with cancer (see *Re-Mission*).

Business & Management

INNOV8.
(c) 2007 IBM.

Domain explanation: many types of business exist, from consultancies to large industrials, and different types of management can be considered, from upper management to the coordination of small teams.

ICT

Carnegie Cadets.
(c) 2009 Carnegie Mellon University.

Domain explanation: anything that relates to Information and Communication Technologies (ICT), like the Internet, mobile phones, or software can be considered. Choices can relate to the type of ICT and the application of it. One example of a game is *Carnegie Cadets*, oriented at teaching children cybersecurity

Religion

Faith Fighter.
(c) 2008 Molleindustria.

Domain explanation: religion is an important yet often controverdial domain topic. Think of what religion will be the focus. All of them or just a specific one? Furthermore, is a particular religious topic, such as the story of Adam and Eve, at the center or is it about the practice of religion?
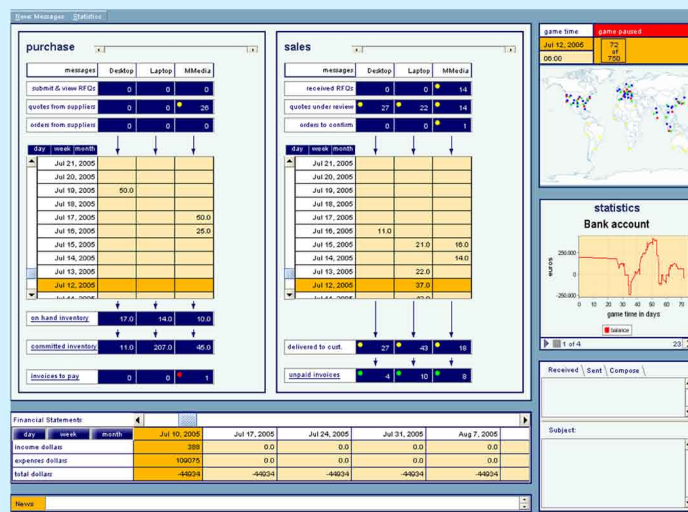
Safety & Crisis Response

Supervisor.
(c) 2009 Delft University of Technology

Domain explanation: disasters, such as tsunamis, drought, or flooding could be a topic for this theme and any of the disaster cycle stages could be involved or not (prevention, preparation, response, etc.). It could also be about safety in general, such as supervising personnel on a drilling site (see *Supervisor*).

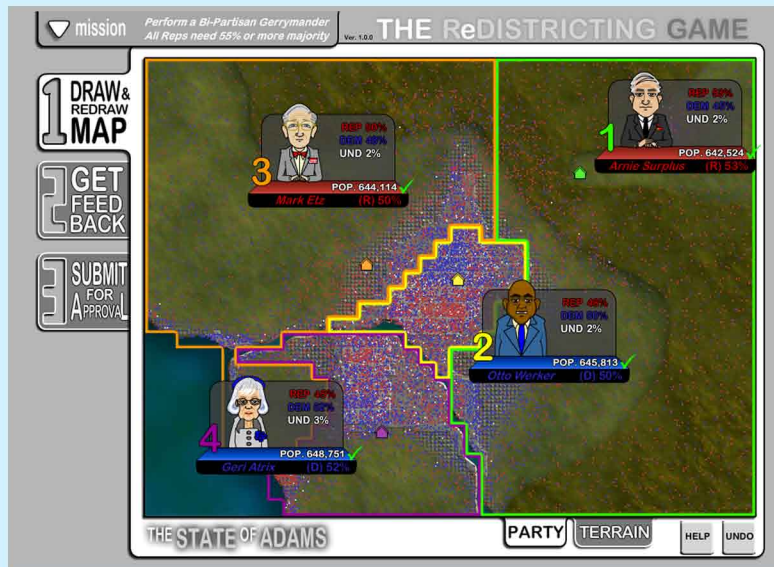Triadic Game Design Workshop- Casper Harteveld & Rens van den Bergh

Transport & Logistics

Global Supply Chain Game. (c) 2005 Delft University of Technology

Domain explanation: the type of modality, cars, planes, or even bikes, can be considered, similar to the sort of chain that can be looked upon. The level of detail (local or worldwide) and the perspective (governmental or the citizens) have to be decided on as well.

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Politics

The ReDistricting Game.
(c) 2007 University of
Southern California.

Domain explanation: the domain of politics can be about any international, national, or even local situation. It can be about campaigning to become president, election procedures (see *The ReDistricting Game*) or about a typical political issue, like immigration or privacy.

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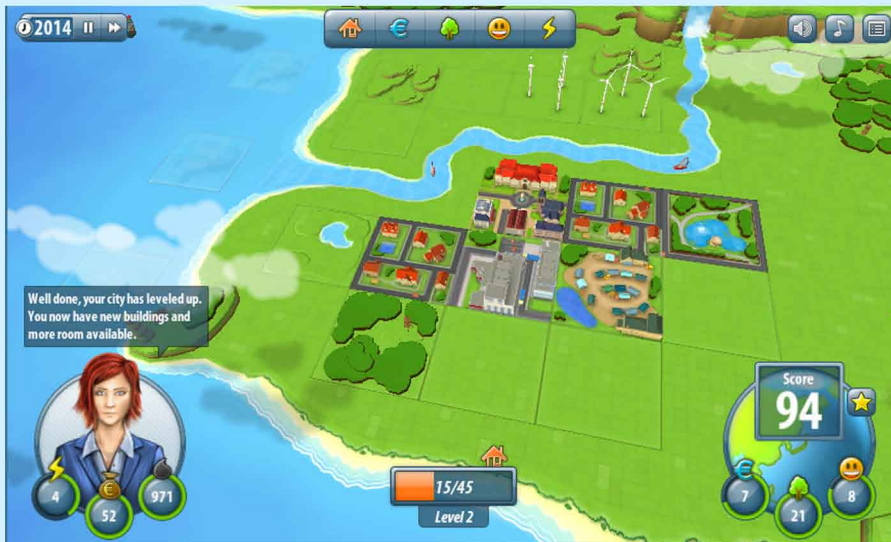
Public Policy

Virtual U.
(c) 2003 Woodrow
Wilson Foundation.

Domain explanation: public policy orients toward govern-mental actions and strategies for improving societies (or something more specific, like universities, see *Virtual U*). It can relate to spatial planning, to health or economic reforms, or to measures to prevent traffic jams or stimulate the use of public transport.

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Energy & Environment

Enercities.
(c) 2010 Paladin Studios.

Domain explanation: is about environmental issues, such as global warming or waste disposal. It can also be about renewable energy or making people energy conscious, something that *Enercities* is, for example, aimed at.

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Law

Do I Have A Right?.
(c) 2009 Our Courts.

Domain explanation: law relates to the (un)justice being doing to others and making sure people live up to the rules of society. It can be demarcated to the courts or to the enforcement of the law by, for example, police officers. Games can be developed to teach people about the law, such as with *Do I have a Right?*

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